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ISSUE 2

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FORETOLD DESK GUARD

KNOW YOUR ENEMIES!

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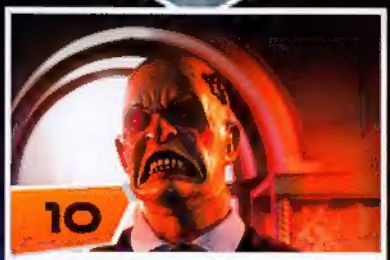
DOCTOR WHO ADVENTURES

WHAT'S INSIDE!

THIS ISSUE...

05 COMIC STRIP
THE BIG HUSH



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PULL-OUT POSTER!

UK EDITION ISSN 1750-1717
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ISSUE 02
ALL NEW UPGRADE!

DEAR READERS,

Just so you know, I really hate writing letters. I'd much sooner be out and about exploring new worlds, revisiting old worlds, listening to music, digging my allotment... no forget that, I wouldn't sooner be digging my allotment. I don't even have an allotment, and if I did I'd probably get someone else to dig it for me. But, well, you get the picture... I don't like writing letters, and yet here I am, writing one... to you, so I hope you're feeling grateful.

Just recently we've been fighting off a huge cloud of cloudy stuff that was threatening to gobble up the universe, we've visited the stinkiest place in the seventh dimension and we've even taken in a rock concert by the loudest band in the cosmos. My ears were still ringing when Clara started harping on about writing this letter to you. "Have you written to the readers of Doctor Who Adventures yet?" she says. "Yes," I say. "Really?" she says, doing that thing with her eyes. "Well, no... not yet," I admit. "Do it now," she says. "I'm out of paper." Well, Clara being a teacher is never out of paper and so here I am writing this with her looking over my shoulder and sighing and tutting.

So, let me just say that we've got a great issue in store for you. We'll be taking you to the edge of the universe and back. Then you can join Clara in the TARDIS craft studio for a scary make and do session before letting Strax take you on a trip around the universe as he shows you some of his favourite holiday destinations.

Right, we've just materialised on top of the Great Pyramid of Mixhimaxzhoptyx. The locals hate it when I do that, so I better get us out of here before they throw us into the Inferno of Razhinuhzhaplit, which is one of my least favourite places in the fifth quadrant.

Happy times and places! *The Doctor*

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BBC

COMMAND CENTRE

U.N.I.T

ALERT • ALERT • ALERT • ALERT • ALERT • ALERT • ALERT

UNIVERSE GOES DARK

Alarming reports just in from the far reaches of the universe in the Tanzarr quadrant. Our sensors are picking up the absence of known planetary bodies, stars and asteroids, which seem to be vanishing at an alarming rate. It is not sure if this is related to the appearance of a large cloud-like mist in the region. Earth and all known planets are facing a grave threat and should be placed on alert until we can halt or disperse the mist.

FULL REPORT ON PAGE 5

WARNING!

AVOID THE ANTIBODIES

Beware, there are 5 Dalek antibodies patrolling the pages of this magazine. If you spot them do not approach but back away carefully. Can you find them all before they find you?

MYSTERY ALIEN CODE

A	B	C	D	E	F	G	H	I	J	K	L	M
☽	⊤	⊤	┼	‖	■	⩢	▌	◇	⩲	≀≀	∞	≤

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
¤	8	△	☾	✳	◁	◆	≈	◁	‡	◘	▬	◊

UNIT have just managed to crack a strange alien code being used by an unidentified force approaching Earth. We have intercepted three fragments of the aliens' message in the pages of this magazine. Use the key above to decode the fragments and put them all together. You will find the answer on page 34.

CODE 1

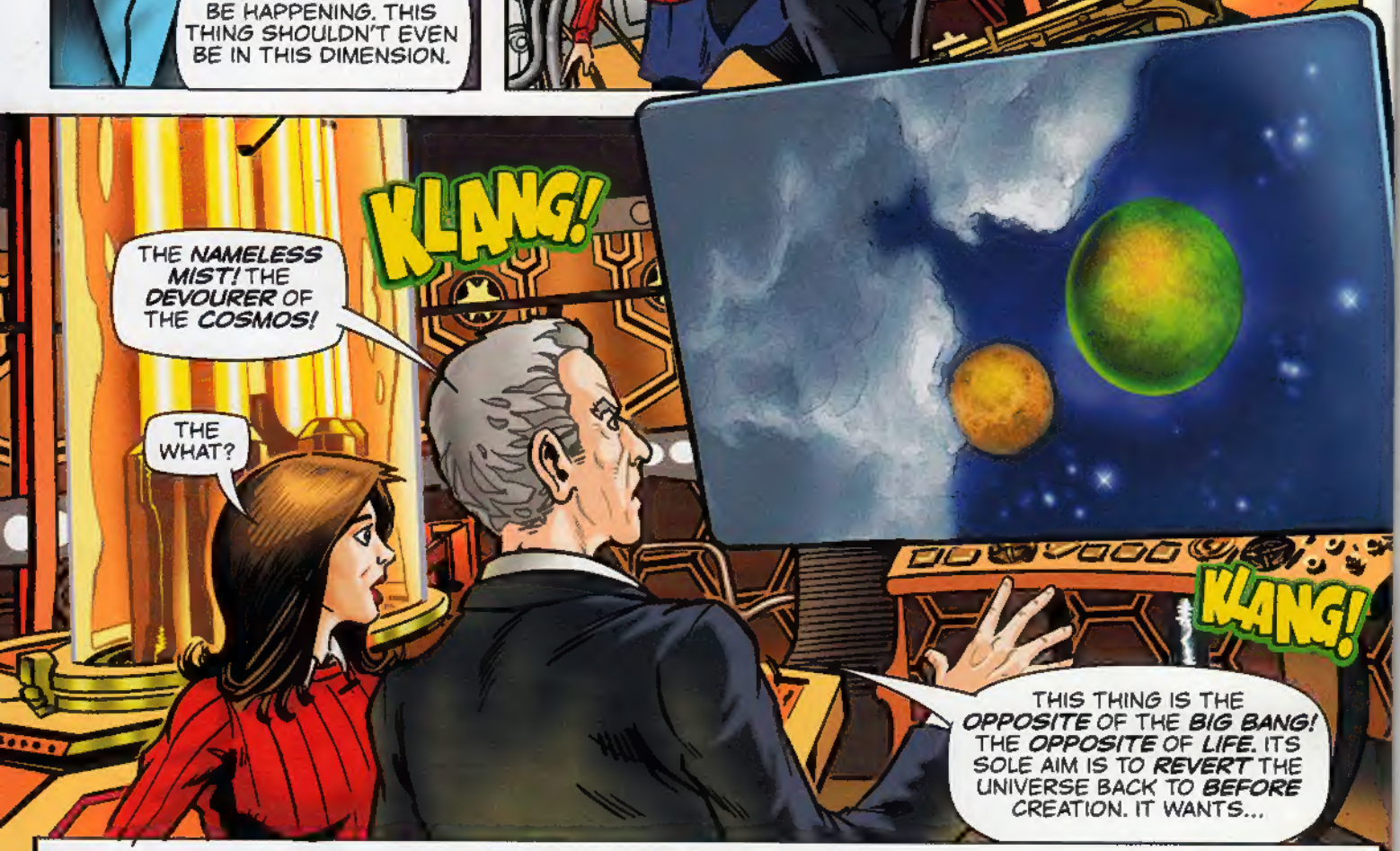
ALIEN FRAGMENT

▬	8	≈	≤	≈	◁	◆

OKAY, CLARA, ARE YOU READY FOR THIS? IT'S GOING TO KNOCK YOUR SOCKS OFF. THE *LIGHTS* OF *TANZARR!* THE *GREATEST* SIGHT IN THE *UNIVERSE.*
REALLY? THE *LIGHTS* OF *TANZARR,* EH?
BIT UNDERWHELMING. *WHERE* ARE ALL THE *LIGHTS?*
POLICE PUBLIC CALL BOX
NO! NO! NO! THIS ISN'T RIGHT.
POLICE TELEPHONE FOR FREE USE OF PUBLIC
BBC
DOCTOR WHO
ADVENTURES
THE BIG HUSH
SCRIPT: JASON QUINN
ART: RUSS LEACH
COLOUR: JOHN BURNS
LETTERS: CAROLINE DUNK

THIS SHOULDN'T BE HAPPENING. THIS THING SHOULDN'T EVEN BE IN THIS DIMENSION.

WHAT IS IT, DOCTOR? YOU LOOK WORRIED.
WORRIED? I'M SCARED STIFF, CLARA!
KLANG!


KLANG!
THE NAMELESS MIST! THE DEVOURER OF THE COSMOS!
THE WHAT?
KLANG!
THIS THING IS THE OPPOSITE OF THE BIG BANG! THE OPPOSITE OF LIFE. ITS SOLE AIM IS TO REVERT THE UNIVERSE BACK TO BEFORE CREATION. IT WANTS...

...US! IT'S PULLING US TOWARDS IT! WE HAVE TO GET OUT OF HERE!

THE END IS NIGH!
VWOORP!
VWOORP!
POLICE BOX
FLEE! THE END IS NIGH!

WE NEED TO GET FURTHER AWAY. CHOP! CHOP! BACK IN THE TARDIS, CLARA!

WHAT? NO! NO WAY!
WE AREN'T LEAVING THESE PEOPLE. WE HAVE TO SAVE THEM!

CLARA, WE CAN'T EVEN SAVE OURSELVES. THE GRAVITATIONAL PULL OF THAT THING IS TOO STRONG.

CONTINUED ON PAGE 22

COMPETITION

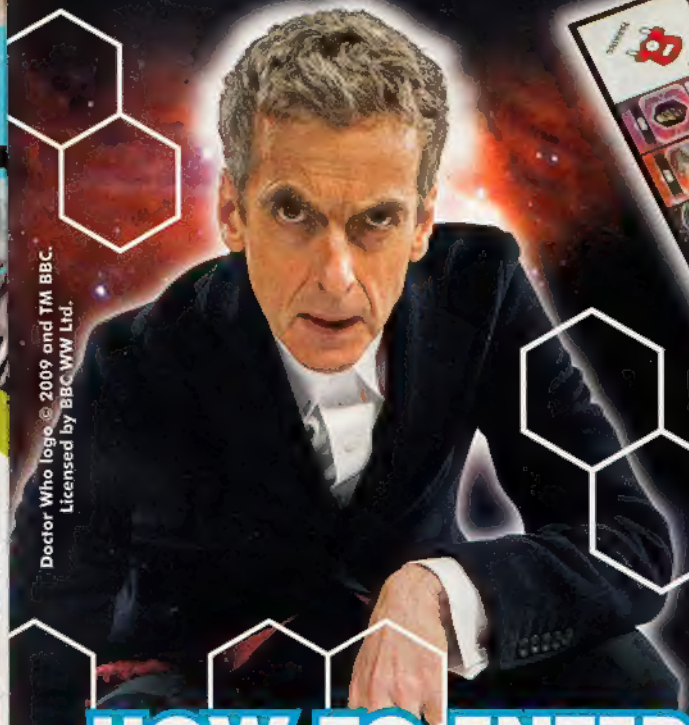
WIN!

MONOPOLY
BBC DOCTOR WHO
Winning Moves

www.winningmoves.co.uk

5 DOCTOR WHO REGENERATION EDITION MONOPOLY GAMES MUST BE WON!

Monopoly, the greatest property dealing game in the universe has joined forces with the greatest TV show in the universe to bring you the Doctor Who Regeneration Edition. With six exclusive collectable tokens Monopoly has entered the Space-Time Continuum and you are being taken along for the ride! Thanks to our friends at Winning Moves we have 5 games to give away and all you have to do for a chance to win is answer the following question:



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HOW TO ENTER

Q: What should you do if 'the Foretold' comes after you?

A. RUN AS FAST AS YOU CAN
B. DON'T BLINK
C. SURRENDER

Send your answer to us via email to:
dwa@panini.co.uk
Write MONOPOLY COMPETITION in the subject bar of your email.
Make sure you tell us your name, age and address in your email! The first 5 correct answers drawn after the closing date will win a game.

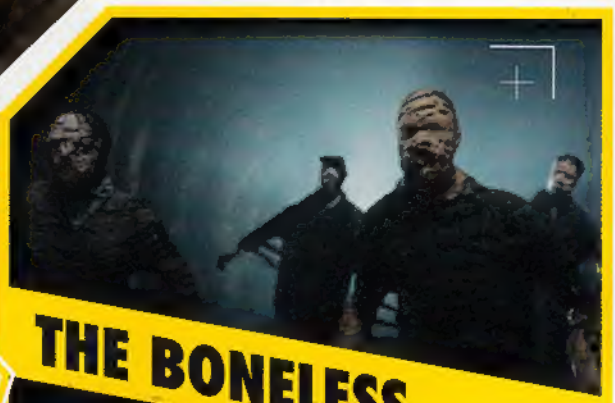
COMPETITION RULES: See above for how to enter by email. The promoter is Panini UK Ltd. Brockbourne House, 77 Mount Ephraim, Tunbridge Wells TN4 8BS. Make sure we have your entry before **11.59pm on 23rd June, 2015.** 1. You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone in your house is employed by Panini UK Ltd, or Winning Moves. 2. This competition follows the BBC Code of Conduct for competitions - you can read this at www.bbc.co.uk/competitionscode. 3. By entering this competition, you promise to us that you have read these rules and that you will follow them. 4. We can't allow entries which arrive too late and we can't accept responsibility if your entry is lost. 5. We will choose the winners at random from all the correct answers we receive. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there is ever a reason why we can't give you exactly the same prize, we will give you something just as good or even better instead. 8. Winners will be contacted within 28 days of the competition closing date, either by post or email. Prize fulfillment will be within 28 days from the date we receive the winners' address details. 9. If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up, or give it away in a future competition. **Your details:** We will use your name, address, and any other details that you give us to run this competition. If you win, we will pass them to the person who is providing the prize so that they can post it to you, and we may use your first name and county in the magazine, but we won't provide them to anyone else without your permission. You can find out the winners' first names and county once the competition is over by sending a stamped address envelope to Competition Rules, ATTN., Doctor Who Adventures, Panini UK Ltd., Brockbourne House, 77 Mount Ephraim, Tunbridge Wells, TN4 8BS.

CLOSING DATE: 23rd JUNE 2015

KNOW YOUR ENEMIES

The Doctor is always coming across new and dangerous enemies and some of them keep on coming back for more. Luckily, the TARDIS keeps data files on all the threats that he has encountered over the years!

Let's dig into the TARDIS data core and get the low-down on five of the weirdest enemies the Doctor has faced on his adventures!



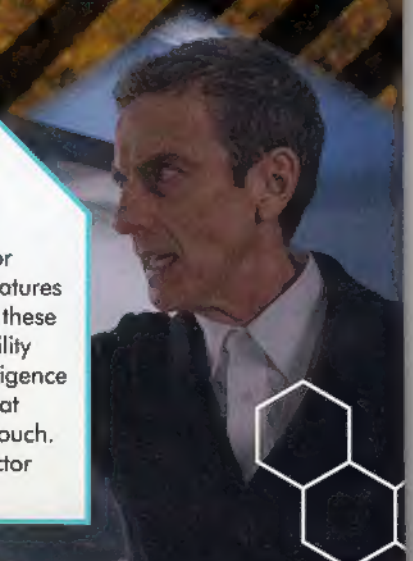
THE BONELESS

NAME: The Boneless (a.k.a. Killer graffiti)
SPECIES: Unknown
DESIGNATED ROLE: The Doctor himself refers to them as 'Monsters'.
NOTES OF INTEREST: These two dimensional aliens come from beyond the known universe. Incredibly intelligent - they even managed to shrink the TARDIS.
FIRST APPEARANCE: Flatline
LAST SEEN: Flatline

WARNING!
DO NOT LET THE BONELESS OR THE WHISPER MEN TOUCH YOU!

WHISPER MEN

NAME: The Whisper Men
SPECIES: Unknown
DESIGNATED ROLE: Servants of the Great Intelligence.
NOTES OF INTEREST: Apart from nasty, razor sharp teeth, these sinister, rhyme-speaking creatures have no faces. It cannot be 100% verified that these are individual beings. There is a strong possibility that they are just one aspect of the Great Intelligence itself. It is thought that they can teleport and that they can stop the beating of a heart with one touch.
FIRST APPEARANCE: The Name of the Doctor
LAST SEEN: The Name of the Doctor



PRISONER ZERO

NAME: Prisoner Zero
SPECIES: Inter-Dimensional, multi-form being
DESIGNATED ROLE: Danger to all life-forms.
NOTES OF INTEREST: Not much is known about this shape-shifting creature. It forms a psychic link to life-forms and can then imitate anything its victim dreams about. Prisoner Zero can live for thousands of years and create a Perception Filter to prevent itself from being seen. Considered highly dangerous, it can even hide inside your dreams.
FIRST APPEARANCE: The Eleventh Hour

VASHTA NERADA

NAME: Vashta Nerada
SPECIES: Alien predators
NOTES OF INTEREST: Also known as Piranhas of the air, these lethal predators are the real reason behind our fear of the dark. They avoid the light and hunt in shadows. An individual Vashta Nerada is tiny but when gathered in large numbers they can animate objects, including the remains of humans.
FIRST APPEARANCE: Silence in the Library
LAST SEEN: Forest of the Dead

SMILERS

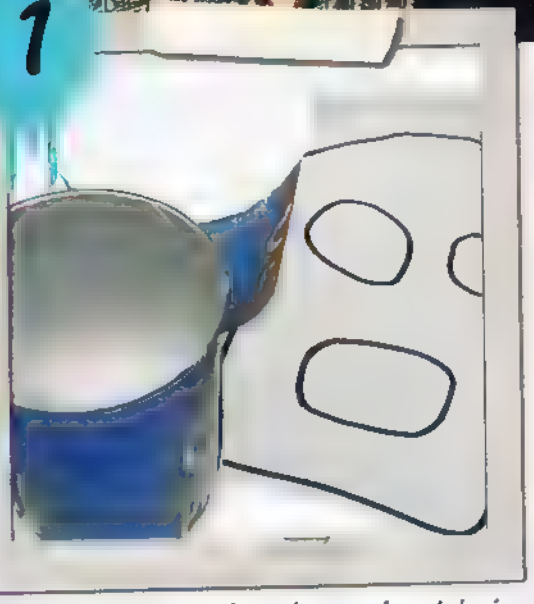
NAME: Smilers
SPECIES: Androids
DESIGNATED ROLE: Security androids on Starship UK.
NOTES OF INTEREST: The Smilers are mechanical men with three faces, happy, displeased and angry. The displeased face occurs when they witness someone breaking the law and is a warning to stop at once. The angry face occurs when they attack. Smilers generally remain in booths watching the people on the starship but in an emergency they will leave the booth and attack without mercy.
FIRST APPEARANCE: The Beast Below
LAST SEEN: The Beast Below

CLARA'S CRAFT S

FORETOLD DESK GUARD

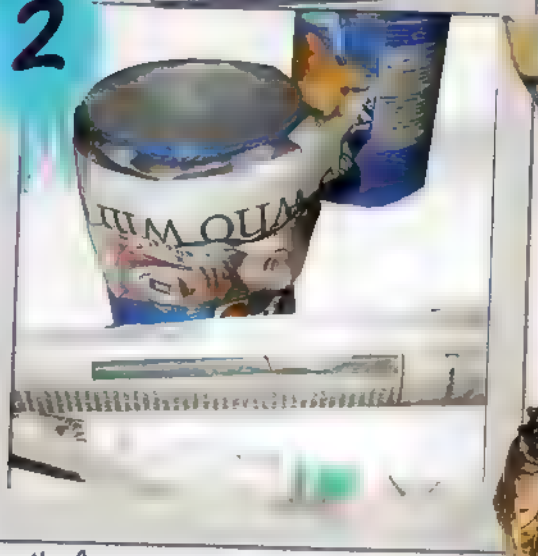
The Foretold was one of the scariest monsters I've ever faced, but with this cool Foretold Desk Guard you can stop worrying about people pinching your pens. Nobody will dare! It's great fun to make too, so let's get cracking!

1



Okay, start off by cutting a large crisps tube in half. Then draw around some scrap card to make a base circle and tape to the bottom of the tubes. Now sketch out a rough head shape on card and cut it out.

2



For the fingers, concertina a large piece of newspaper into ten 2cm wide strips. Fold the strips in half and tape together at the end. Tape the fingers around the pots, leaving the thumb in the centre at the back of the pot.

STUDIO

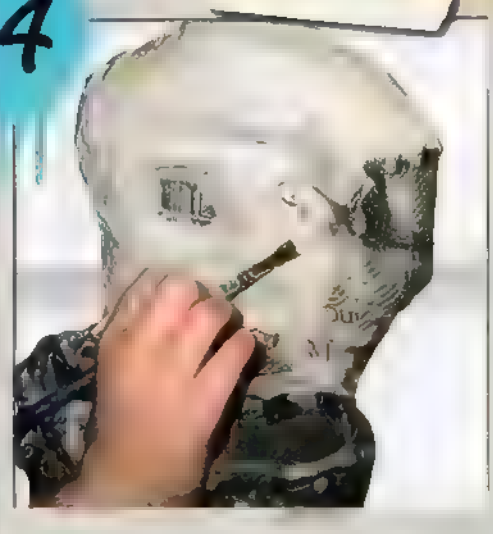
YOU WILL NEED

- 1 TALL CRISPS TUBE
- NEWSPAPER
- SCRAP CARDBOARD
- STICKY TAPE
- GLUE
- PAINT
- SPONGE
- PLASTER BANDAGES

3

Now scrunch up some newspaper and tape loosely to the face card. Leave the mouth and eyes bare to create depth. Then tape the pots to the head and tape a piece of card between the pots to stop them moving outwards. Cover in 2 or 3 layers of papier mache and leave to dry.

4



Cut out card nails for the fingers and glue in place. Now cut 2 pieces of card 2cm x 6cm and draw on teeth and gums. bend into a curve and glue or stick in place so the mouth looks open. Papier mache the gums if necessary and when dry paint white all over.

5

Paint the eyes and inside the mouth black. Make the teeth look really grotty with dark red gums and dark brown around the gum line. Using a dry sponge or paintbrush add black tones and a mustard yellow colour to look like bandages and bone. Then give plenty of time for it to dry.

6

WARNING

take care not to breathe in any plaster dust!

Cut a strip of plaster bandage (available from most art and hobby stores) in half and rub excess plaster off into a bowl. Pull the bandage to make it look worn and torn and wet it with dirty paint water before wrapping around your model. Allow it to dry and your Foretold Desk Guard is ready for duty!

U.N.I.T
ALIEN ARCHIVE
Name:
THE FORETOLD
ALIEN TYPE:
Humanoid
HOME PLANET:
Unknown
MAIN FUNCTION:
Soldier
CLASSIFICATION:
Highly dangerous
NUMBERS:
Hopefully only one
WEAPONRY:
Phase camouflage, energy drain, teleportation device
STRENGTHS:
Cannot be seen except by its chosen victim
FIRST SIGHTING:
Over 5,000 years ago
CURRENT WHEREABOUTS
Believed inactive
WEAKNESSES:
Remains close to this ancient scroll, which is in fact the remnants of the flag it fought under as a soldier
HISTORY:
A forgotten soldier in a forgotten war
ALIEN FRAGMENT
CODE 2

File: 002/002d	**Danger level:** EXTREME
Type: Class U	**F.A.O.:** All personnel

Background:

Sightings of the legendary creature known as the Foretold have been recorded as far back as 5,000 years ago. We now know the Foretold was a soldier, kept alive by faulty tech. It would drain the energy from its victims, who owing to its advanced phase camouflage were the only ones who could see it.

In action:

When a victim first sees the Foretold, he or she has exactly 66 seconds to live. When the Doctor encountered the Foretold, he realized he was dealing with an ancient soldier and when he said the words 'I surrender', the Foretold stood down, his mission complete.

Summary:

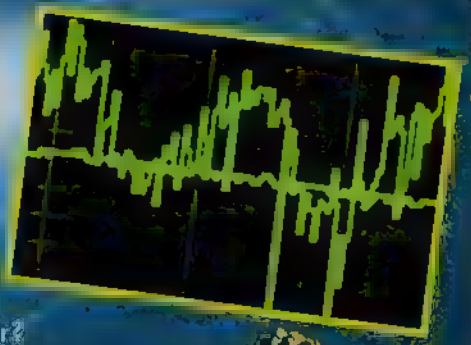
Legend says that the Foretold is bound to an ancient scroll. During his encounter with the Foretold on the Orient Express, the Doctor discovered that the scroll was in fact the flag that the Foretold would follow into battle. His victims cannot escape as he possesses highly advanced teleportation technology.

WARNING!

If sighted do not attempt to escape! Surrender is your only option.

TWISTED CONUNDRUMS

While the Doctor and Clara are tied up at the other end of the universe, it is up to you to solve these alien puzzles and save the planet from invasion!



CONDITION RED

[illegible] message from an approaching alien fleet [illegible] the intel file and identify the alien invader?

CYBERMEN

DALEKS

SONTARANS

ICE WARRIORS

VIRUS ALERT

An alien virus has scrambled all the information on the UNIT WEAPONS SERVER. Can you unscramble the letters of each word to reveal the weapons UNIT will need to defeat the invaders? A list of possible arms has been supplied to help you.

1) GREEN GRAVY DATAINIT

2) DEBATE LANE SIBILCASR

3) SHEETONIC KREESA

4) PEECE DRINULS

5) WARTY PILE GRUNA

A) SLEEP INDUCER

B) REALITY WARP GUN

C) BALANCE DESTABILISER

D) ANTI GRAVITY GRENADE

E) SONIC HEAT SEEKER

SONIC ATTACK

Sound can be a powerful weapon and the invaders are using all these sound related words against us. Can you locate all of them hidden in the word matrix? The words can appear vertically, horizontally and diagonally.

D	I	N	P	B	C	Y	U	S	H
U	S	X	W	E	A	R	S	C	J
P	O	B	M	V	C	S	P	R	T
A	N	P	P	N	O	I	S	E	R
U	A	K	S	J	P	L	D	A	E
D	R	U	M	S	H	P	U	M	B
I	H	P	P	P	O	P	P	M	L
B	P	O	P	P	N	N	D	P	E
L	P	P	W	P	Y	P	I	P	Y
E	A	M	P	L	I	F	Y	C	G

- VOLUME
- NOISE
- EARS
- BASS
- SONAR
- SONIC
- AUDIBLE
- TREBLE
- AMPLIFY
- DIN
- CACOPHONY
- DRUMS
- HOWL
- SCREAM

RELIEF FORCE

You need to break through the enemy blockade and provide relief to your forces on Earth. Which route will lead you from the Space Station to Earth?

HOSTILE PLANET

One of these planets is being used as a base by the invading aliens. Look at the clues to see if you can tell which planet is hostile.

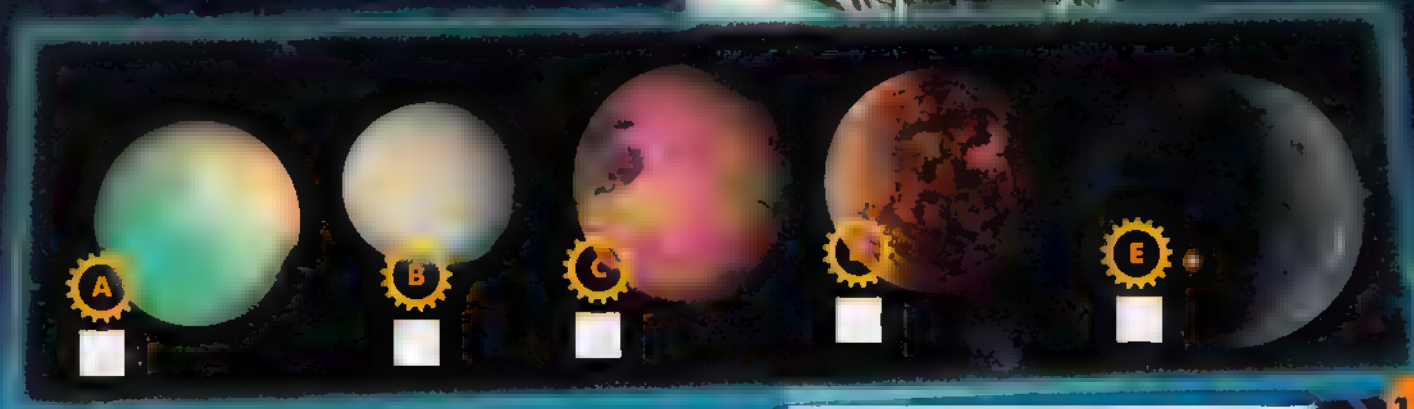
1

2 The red planet cannot sustain any life-fo

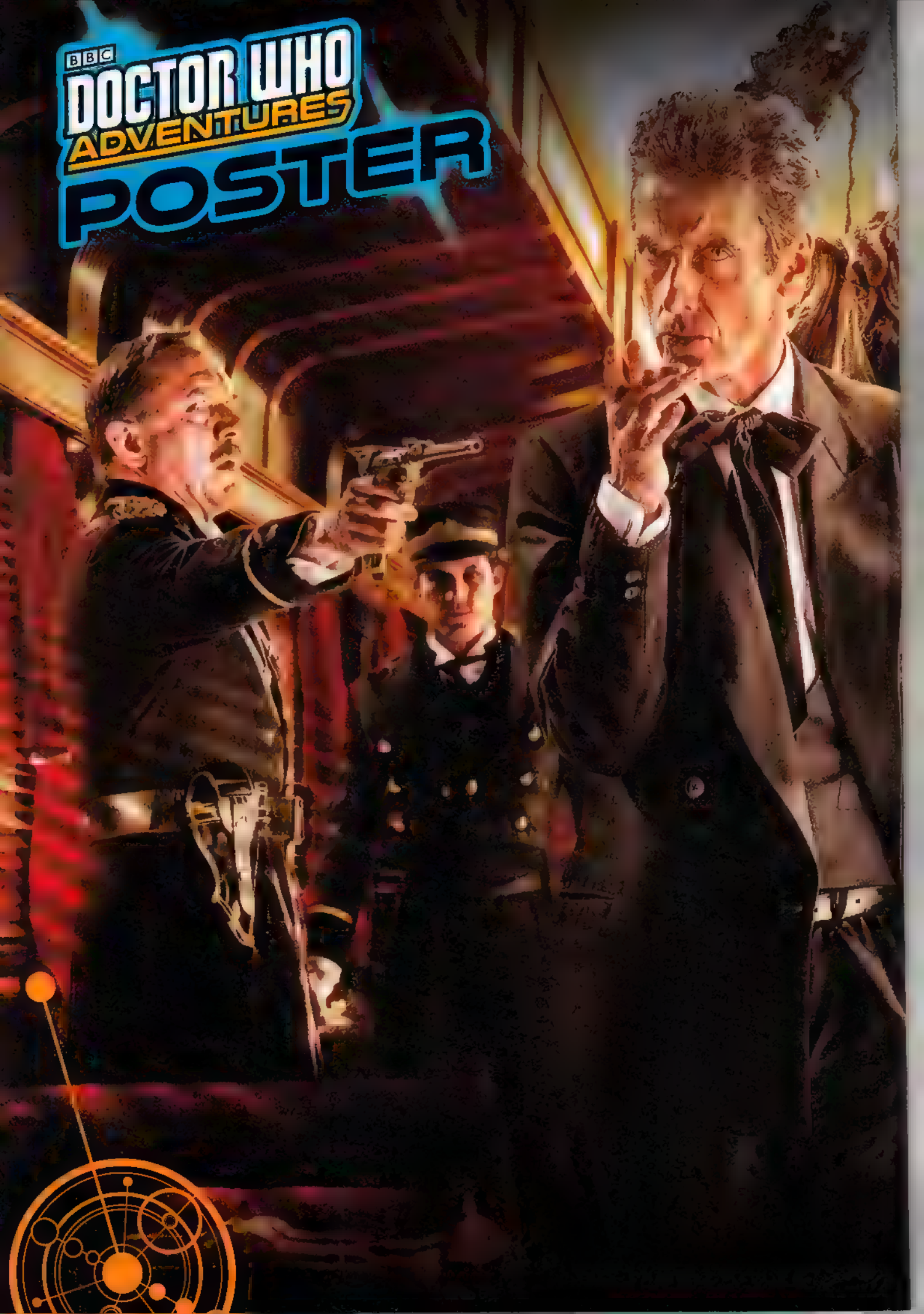
3

4

5



ANSWERS ON PAGE 35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POSTER

STRAX'S GUIDE TO THE GALAXY

Pay attention, human scum, while I take you to far away worlds and show you sights that will have you quaking with fear and bellowing with delight as we visit the best and worst places in the galaxy!

SKARO

To enjoy war-games in the Petrified Forest, to sail your battle fleet in the Ocean of Ooze, to experience the wonders of the Radiation Range, these are just some of the delights that Skaro, home planet of the Daleks, has to offer. A must-visit destination for any battle-loving warrior, the atmosphere on Skaro is highly polluted by radiation, and the surface devastated by war. Also known as D5-Gamma-Z-Alpha, Skaro is a fascinating planet.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

THE ASYLUM

This planet-sized asylum for insane Daleks should be avoided by all except the most reckless of tourists. The air on the surface may seem breathable but it is filled with tiny robots which will transform visitors into Dalek puppets. The Asylum is home to millions of traumatised and insane Daleks and even the bravest of normal Daleks are said to be terrified of the place. I am a Sontaran, of course, and nothing terrifies me.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

THE LIBRARY

[illegible] probably believe that a library the [illegible] a planet containing copies of [illegible] book ever written would not b[illegible] [illegible] interest to a dashing young [illegible] like myself, and you are correct[illegible] [illegible]gh the section on military histo[illegible] [illegible]tainly worth visiting, the section [illegible]mantic fiction is twice the size of [illegible] moon and I once got lost in [illegible] for six weeks. The Library is dis[illegible]ted with hungry Vashta Nerada [illegible] strip the flesh from your bones [illegible]seconds. My advice is to give the [illegible] and visit Leeds instead.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

SAN HELIOS

If you love sandy beaches and hate crowds then San Helios is the place for you. Located at the far end of the universe, San Helios is uninhabited, except for flying stingrays who will eat anything they come across. Nothing grows on San Helios, but the weather is glorious, and if you enjoy building sandcastles, you are sure to have a wonderful time.

DANGER RATING:
NATURAL BEAUTY:
PLACE OF INTEREST:

NEXT TIME!
Chilling out and killing time on Gallifrey!

CONTINUED FROM PAGE 8

GUYS, WE'RE ***MASSIVE*** FANS! NOW, AS YOU'RE NO DOUBT AWARE, THE ***END*** OF THE ***UNIVERSE*** IS MERE MOMENTS AWAY AND WE THOUGHT IT'D BE A ***GREAT*** IDEA TO GO ***OUT*** WITH A ***BANG.***

POLICE PUBLIC CALL

SO, ARE YOU GUYS UP FOR ***HEADLINING*** THE ***LOUDEST*** ROCK SHOW IN THE ***HISTORY*** OF ***SOUND?***

ERR... ***YEAH?*** SOUNDS ***WILD!***

GREAT! GIVE ME ***FIVE!*** YOU'VE GOT TEN MINUTES.

CLARA, I NEED YOU TO ***TRIANGULATE*** THE TARDIS ***TRANSMISSION*** BEAMS TO COVER THE ***WHOLE*** OF THIS ***QUADRANT*** OF THE GALAXY.

OH, RIGHT, TRIANGULATING. I'M GOOD AT THAT.

DEAD METAL PRESENTS

COLD STEEL

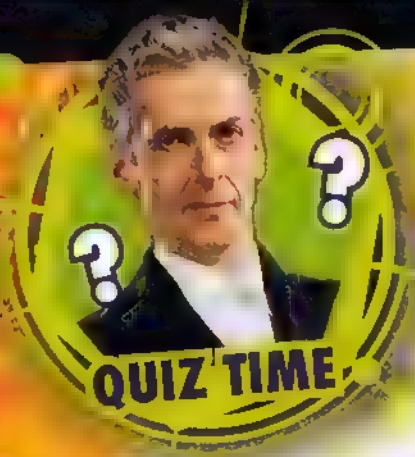
ROCKIN' AT THE END OF THE WORLD!

LIVE (FOR NOW)

VWOOORRP!
VWOORP!
POLICE BOX
COME ON... IT'S SHOW TIME!
COME ON, GUYS, WHAT ARE YOU WAITING FOR?
POLICE BOX
VWOOORRP!
ARE YOU READY TO ROOOOOCKK?!!
KEEERRR-AAAANNNGGGG!

ZHOOOOM!
OOOOH YEAAHH, BABY!
BADABOOOOM!

LOOK! IT'S WORKING! WE'RE BEATING IT BACK!
POLICE BOX
YES! IT'S ON THE RUN NOW!
POP
SO, WHAT JUST HAPPENED, DOCTOR?
IT WAS SIMPLE. THE NAMELESS MIST IS AN EXTREME ACOUSTICOPHOBE! IT HATES NOISE! THAT WAS WHY IT HATED THE BIG BANG: IT WANTED A RETURN TO COSMIC SILENCE.
IT'S LEFT OUR DIMENSION FOR GOOD, IN SEARCH OF A QUIETER PLACE. NOW, LET'S CATCH THE REST OF THE CONCERT, EH?
COME ON, CLARA, LIVE A LITTLE! THIS IS GREAT!
DOCTOR!?
THE END!



DECISIONS UNDER PRESSURE

Making decisions under pressure can be really important when it comes to saving the universe against incredible odds. How good are your decision making skills? Let's take this easy quiz and find out!

1

Your best friend doesn't recognise you when you meet in the street. What do you think is wrong?

A. It could be an alien in disguise. I'll have to investigate further.

B. I must have made a mistake and the person I saw just looks like my friend.

C. A Zygon must be pretending to be my friend. I better attack it straight away.

2

On a trip to an art gallery, the sculptures start to move. What do you do?

A. Without blinking I exit the gallery and alert the authorities.

B. I tell my friends to come and enjoy the exhibition.

C. It's got to be the Weeping Angels. I have to destroy them.

3

You see a whoosh [illegible] the streets. What do you do?

A. I call the authorities and follow the creature at a safe distance.

B. The effects on this movie are cool. I take a selfy with the dinosaur.

C. There must be a hole in time. I better lead the creature back towards it.

4

You are about to get on the bus when you realise the bus driver only has half a face. What do you do?

A. I get on the bus and keep the driver under observation.

B. I get on the bus and wonder what happened to the poor man.

C. I realise the driver is a robot and I try to overpower him quickly.

5

You are lost on holiday when you see lots of silver armoured men. What do you do?

A. I keep out of their way and ask the locals for more information.

B. I go and ask the nice soldiers for directions to the beach.

C. I decide to attack the invaders and hope the locals join me.

HOW DID YOU DO?

I couldn't do better myself! Well, I could, but well done anyway. Your decision making skills are perfect!

You are way too trusting for your own good. It's time you started asking a few more questions!

Well, there's nothing wrong with your instincts but you need to learn patience or you won't last long in an alien invasion!

RACE TO SAF

STRAX START

ATTACK UNKNOWN ALIEN FORCE
LOSE 11 MINUTES

GET LOST IN RUINED CITY
LOSE 23 MINUTES

FIND A TIME HOPPER
GAIN 5 MINUTES

TRAPPED IN QUICKSAND
LOSE 8 MINUTES

JENNY START

ATTACKED BY ZYGONS
LOSE 11 MINUTES

HIDE FROM ZYGON REINFORCEMENTS
LOSE 7 MINUTES

HIJACK A TIME TRANSPORT
GAIN 10 MINUTES

PURSUED BY WEEPING ANGELS
LOSE 25 MINUTES

MADAME VASTRA START

ESCAPE FROM ICE WARRIORS
LOSE 13 MINUTES

ATTACKED BY ROGUE JUDOON
LOSE 3 MINUTES

DALEKS SEND YOU BACK IN TIME
LOSE 32 MINUTES

EVADE THE SILENCE
LOSE 17 MINUTES

ETY

Jenny Flint, Strax and Madame Vastra have got split up on an unknown planet, which is under attack from various hostile alien armies. They are all trying to reach the safety of the TARDIS. Add up the time each of them loses along the way to see who will get there first!

ATTACK CYBERMEN PATROL
LOSE 6 MINUTES

SHELTER FROM TOXIC RAIN
LOSE 17 MINUTES

NAVIGATE ANTI GRAVITY MINE FIELD
LOSE 16 MINUTES

AMBUSHED BY DALEK PATROL
LOSE 7 MINUTES

FOLLOWED BY WHISPER MEN
LOSE 6 MINUTES

EVADE DALEK AMBUSH
LOSE 14 MINUTES

CHASED BY SKOVOX BLITZER
LOSE 9 MINUTES

TAKE OUT ICE WARRIOR PATROL
LOSE 5 MINUTES

ENTER TIME TUNNEL
GAIN 7 MINUTES

TRAPPED IN UNDERGROUND TUNNEL
LOSE 21 MINUTES

HIDE FROM SWARM OF ALIEN STINGRAYS
LOSE 9 MINUTES

TAKE OUT 5 SLITHEEN
LOSE 11 MINUTES

STRAX
TOTAL TIME LOST:

JENNY FLINT
TOTAL TIME LOST:

MADAME VASTRA
TOTAL TIME LOST:

AUDIO WAVES

The Earth is under a sonic attack of pure sound which has affected all visual scanners. Can you identify all of the beings on the screen and write down the letter that goes with each life-form?

The Doctor		Teller		Dalek		Skovox Blitzer	
Clara		Ice Warrior		Cyberman		Ood	
Sontaran		Weeping Angel		Mummy		Missy	

Here is the third fragment of the intercepted alien message. Use the key on page 4 to decode the message and add it to the first two fragments to complete the message.

CODE 3

ALIEN FRAGMENT

◆	8	◆	▌	‖	+	☽	∞	‖	≈	◁

ANSWERS ON PAGE 34

THE PHANTOM OF THE MUSIC HALL

FROM THE JOURNAL OF JENNY FLINT

"The Boy I Love Is Up In The Gallery…" the fat man in the dress sang like an angel and the crowd in the Palace of Wonder loved him for it. They didn't bring the house down, that would happen later in the evening, but they chanted for more, until Kiddy Chuckle, the little cockney comedian in the canary yellow suit bounded on stage to tell a few saucy jokes about his grandma's love for a window cleaner, before making the announcement I had been dreading all evening.

"Aaaand now, the Palace of Wonder is proud to present to you the supremely scintillating scion of the stars, the bombastic, boomtastic, breathtaking Strax and his assistant Jenny Flint!"

Strax turned to me in the wings of the theatre and beamed with pleasure. He was enjoying the chance to appear in full Sontaran battledress. "He speaks well for a primitive," he whispered. "Come, let us give them a performance that they will regale their grandchildren's grandchildren with."

Strax held my hand as he led me onto the stage. I felt foolish dressed in a Parisian showgirl's outfit, but Madame Vastra told me afterwards that it suited me.

"Good evening human filth," said Strax, with a bow.

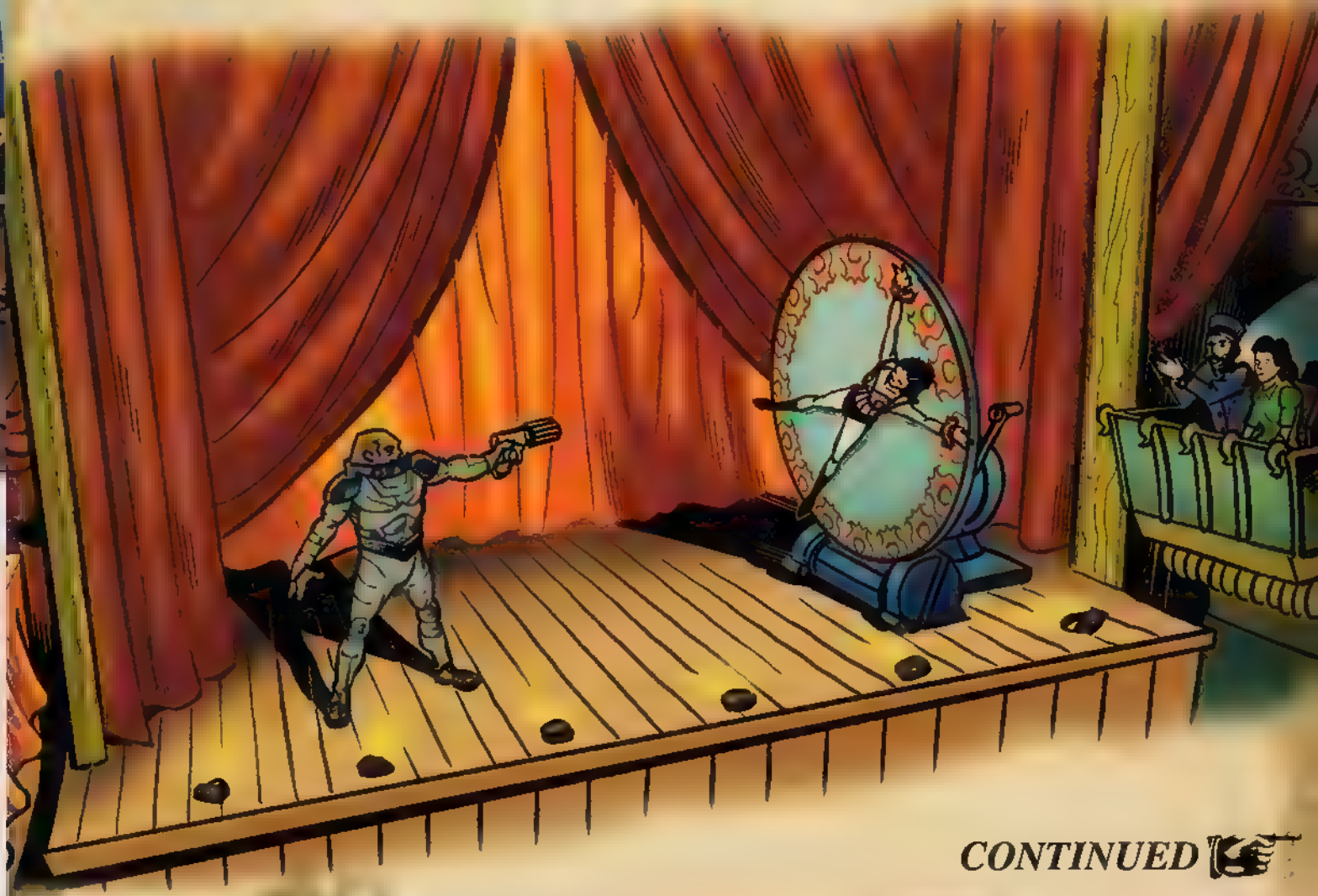
"Get off, shorty!" roared a drunken guardsman in the stalls.

Strax reached for the weapon at his side but I pulled his hand away. "Not now," I whispered.

"Tonight I will astound you all with a display of Sontaran marksmanship," said Strax, fastening me to a large wheel and setting it spinning. He then began firing at the wheel with his photon blaster. The crowd loved it almost as much as I hated it.

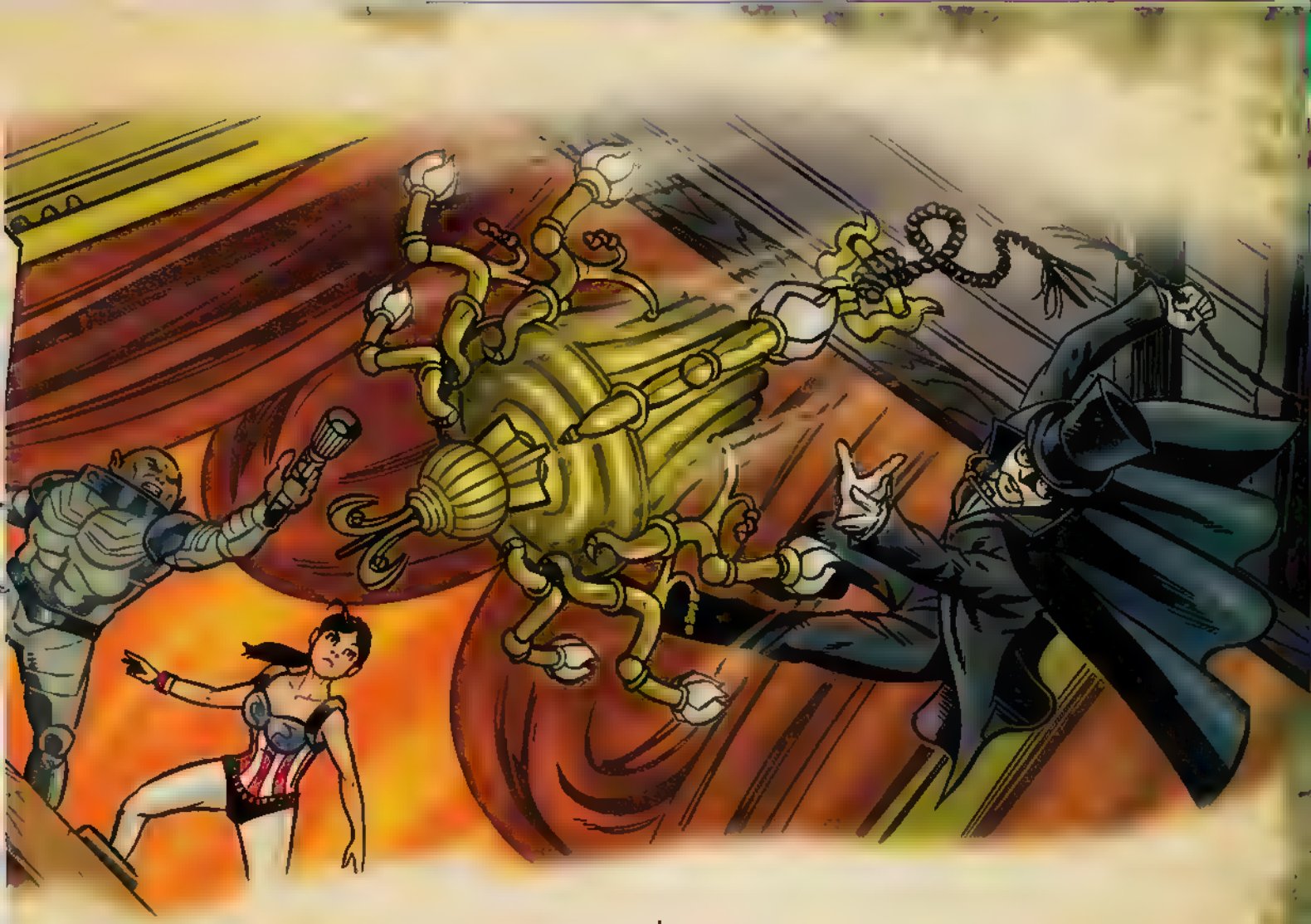
As I span in circles, I hoped that Strax's aim was as good as he claimed and I thought back over the events that had brought us here.

It was the first week of June 1894 when Faye Garrideb, an old friend, had arrived at the house in Paternoster Row, begging for help.



CONTINUED

"I know you're in the detecting business, you an' your funny lookin' boss, the one in the veil, and your freaky boyfriend, the one who looks like a potato."
"He's not my boyfriend," I assured her.
"Whatever," said Faye, "I ain't one to judge. My Stanley won't win no beauty prizes neither. He runs the Palace of Wonder, the music hall on Dorset Street."
"I know it well," said Vastra, smiling. "They say Dorset Street is the worst street in London."
"They ain't wrong," said Faye. "But the Palace is all we've got and now I think some gangsters want to take it from us. They've been dressing up as ghosts to frighten the girls and leaving messages telling us to get out or else."
To my surprise Madame Vastra agreed to take the case, and much to my dismay, she suggested that we go undercover as performers while she watched from the audience. And that was how I came to find myself strapped to a wheel on stage, with Strax shooting at me. The audience demanded more and Strax was happy to oblige, until a voice boomed out over the din of the photon blaster.
"LEAVE THIS PLACE, OR PERISH!"
High above the audience perched on top of the chandelier crouched a strange figure in top hat, evening dress, cape and a white facemask. He unhooked the chandelier and it plummeted down towards the helpless audience and Madame Vastra.
Strax aimed a photon beam at the chandelier, causing it to disintegrate before it hit the ground. "Come and fight me, masked man!" he roared. "Let all witness the might of a true son of Sontar!" But the masked man had vanished from sight as the audience cheered Strax's marksmanship. Vastra was racing across the auditorium, leaping over the seats as an unseen assailant fired laser beams at her. She sprang like a tiger into the private box overlooking the stage and levelled her sword at the head of the masked man who had reappeared and was cowering away from her in shock and fear.
"If you value your life, do not move!" she commanded. The masked man vanished again and once more the audience roared its approval. By this time Strax and I had joined Vastra in the box. Vastra held a device in her hand that blinked on and off. "He's using a camouflage enhancer, rendering him invisible. He's still nearby. I've managed to store his heat signals. We can track him if we are fast. But first get rid of the audience. Strax, clear the building now!"
Strax aimed his blaster down at the audience. "Flee for your lives, filth! We tire of your presence!" He let loose a shot that burned a hole in the hat of the guardsman who had called him shorty and soon there was a stampede for the door. We then followed Vastra along a passage towards a trapdoor that stood open in the floor leading down into darkness.
"I do not trust the dark," said Strax, nervously.
"There's nothing to be afraid of," said Vastra, her tracking device shone like a candle. "The one we seek is no ghost."



"I did not say I was afraid."
We followed Vastra down the iron ladder deep into the ground below the Palace of Wonder until we reached a long tunnel under the music hall. A green light glowed and we followed its source to a huge underground chamber. In its centre stood a rocket ship.
"This is a primitive craft," sneered Strax.
"Come no closer!" said the man in the mask, stepping out from behind the ship.
"We mean you no harm," I said. "Why did you try to hurt the people in the Palace?"
"You are not Earthers?"
"I most certainly am not," said Strax.
"I too come from another world," said the man. "Humans mistrust those who are different, and so I hide my features beneath this mask. I have been in suspended animation for centuries and when I awoke, I found my ship had been buried beneath the theatre. I did not mean to harm the Earthers but I had to get them out of there. If I am to leave, I must destroy the theatre."
"No!" I cried. "My friend's husband owns the Palace. You would destroy his livelihood."
Strax laid his hand on my shoulder. "Livelihoods can be rebuilt. I understand his longing for home."
"Strax is right," said Madame Vastra. "Your friends have each other. This creature has no one. I too understand his loneliness." She turned to the man in the mask. "The building has been evacuated. Go in peace."
He removed his top hat and bowed gracefully. "As a Prince of Calamiño, I give you my thanks, but you should leave now. My ship's engines are already powering up."
I tried to argue but Madame Vastra had my arm in a fierce grip as she led me back the way we had come. "No arguments," she sighed. "His need is greater than the need of your friend."
We found Faye and her husband in the street outside the theatre. Faye raced towards us. "You're alive. What about the Phantom?"
"The case is closed. The hauntings will not continue," said Madame Vastra.
Faye planted a kiss on her cheek. "I don't know how I can ever thank you."
A rumbling came from under the ground, before the roof lifted off the Palace of Wonder and the whole building collapsed into rubble as the rocket ship rose into the sky and out of sight.
"You said we were safe!" shrieked Faye as Vastra hailed a passing cab.
"You are alive. Be thankful for that," said Vastra. "Taking into account the loss of your property, I will not charge you for our work. Be grateful for all you have."

THE END

WHO NEWS

THE SOUND OF WHO

NEWS SCOOP

Vision Nine and BBC Worldwide are bringing the incredibly popular Doctor Who Symphonic Spectacular to six major UK cities this May.

The Spectacular showcases the music of Murray Gold, written for the series and features over 100 performers including the BBC National Orchestra of Wales and members of the BBC National Chorus of Wales, conducted by Ben Foster. The show features a host of the Doctor's deadliest enemies including the Silence, the Cybermen and the Daleks. Presented by the Fifth Doctor, Peter Davison, this is sure to be an experience audience members will remember for ever.

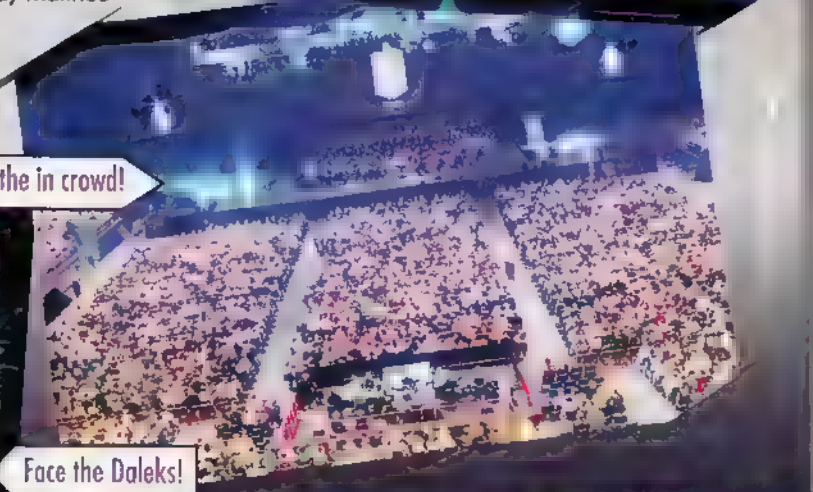
You can catch the Spectacular at the following venues.

The SSE Arena, Wembley, London on Saturday 23rd and Sunday 24th May, the Motorpoint Arena, Cardiff on Monday 25th May, the Barclaycard Arena, Birmingham on Tuesday 26th May, the First Direct Arena, Leeds on Wednesday 27th May, the Metro Radio Arena, Newcastle on Thursday 28th May and the SSE Hydro, Glasgow on Friday 29th May.

There are matinee and evening performances taking place at 3pm and 7.30pm. The 24th May matinee will take place at 2pm.

Tickets available from:
www.doctorwhosymphonicspectacular.com

Take a bow!



In with the in crowd!

Face the Daleks!

TARDIS MAIL CENTRE

The Doctor really wants to hear from you, so send in your letters and pictures to:

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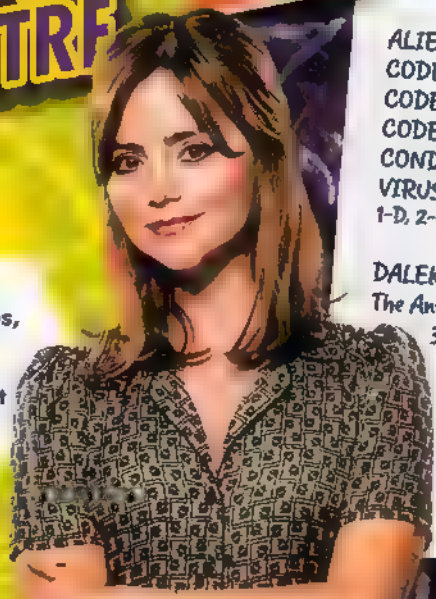
Brockbourne House,
77 Mount Ephraim,
Tunbridge Wells, Kent
TN4 8BS
or email us at:
dwa@panini.co.uk



IN SEARCH OF THE ANSWERS »

HOW DID YOU DO?

ALIEN FRAGMENT
CODE 1: YOU MUST
CODE 2: SURRENDER
CODE 3: TO THE DALEKS
CONDITION RED: SONTARANS
VIRUS ALERT:
1-D, 2-C, 3-E, 4-A, 5-B

DALEK ANTIBODIES:
The Antibodies are patrolling pages 3, 10, 17, 27 & 30

RELIEF FORCE: B

HOSTILE PLANET: E

SONIC ATTACK:

RACE TO SAFETY:
STRAX Loses 83 minutes
JENNY Loses 67 minutes
MADAME VASTRA Loses 99 minutes

AUDIO WAVES: A. Mummy. B. Clara. C. Weeping Angel. D. Ood. E. The Doctor. F. Ice Warrior. G. Teller. H. Sontaran. I. Dalek. J. Cyberman. K. Skovox Blitzer. L. Missy

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RACE TO SAFETY ☐	COMPETITION ☐	CLARA'S CRAFT STUDIO ☐
THE BIG HUSH STORY ☐	POSTER ☐	DECISIONS UNDER PRESSURE ☐

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THIS LOOKS COOL!

25 AWESOME STICKERS

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